

# Design is Inherently Fun

#### It is:

- Creative
- Challenging
- Fast-Paced
- Dynamic
- Collaborative
- Consuming
- Chaotic

#### It has:

- Rhythm
- Tempo
- Crescendos
- Purpose

#### It often requires:

• A leap of faith

### It Becomes Not-Fun When

- There are interruptions to the natural rhythms and flow
- It gets mired in the details
- It loses focus
- Too much attention to process is required
- Critical knowledge is unattainable
- Team doubts its ability

# Systems to Support Knowledge Work

- Eliminate work vs. Greating more work
- Provide something the team otherwise wouldn't have
  - Knowledge
  - Capability
- Don't impose an alien discipline
- Maintain the fun

First: Do no harm

## Two Examples

- Technical Questions Database
  - "partner system"
  - Situated interaction
- Design Knowledge Capture
  - "servant system"
  - Fly-on-the-Wall operation





## Knowledge System Requirements



**Robustly Invisible** 

**Humbly Omniscient** 

The Danger Zone

### Desired Research Results

• How to inspire self-discipline

## Desired Research Results (cont'd.)

- How to leverage natural structure of corporate intranet to create fast/efficient search-browse-find capability
- Establishing and managing layered access to information
- Methods for capturing and leveraging contradictory information

## Desired Research Results (cont'd)

- How to identify information that is truly relevant and timely and of interest
- Greater understanding of privacy vs. accessibility for mining issue
- Legal and ethical implications of "sh/could have known" knowledge

